

Welcome to IEEE Xplore®

- ☐ Home
- ☐ What Can I Access?
- ☐ Log-out

Tables of Contents

- ☐ Journals & Magazines
- ☐ Conference Proceedings
- ☐ Standards

Search

- ☐ By Author
- ☐ Basic
- ☐ Advanced
- ☐ CrossRef

Member Services

- ☐ Join IEEE
- ☐ Establish IEEE Web Account
- ☐ Access the IEEE Member Digital Library

IEEE Enterprise

- ☐ Access the IEEE Enterprise File Cabinet

 [Print Format](#)

Your search matched **24** of **1138071** documents.
A maximum of **500** results are displayed, **15** to a page, sorted by **Relevance** in **Descending** order.

Refine This Search:

You may refine your search by editing the current search expression or entering a new one in the text box.

video <and> coding <and> sprite

☐ Check to search within this result set

Results Key:

JNL = Journal or Magazine **CNF** = Conference **STD** = Standard

1 Efficient background video coding with static sprite generation and arbitrary-shape spatial prediction techniques

Yan Lu; Wen Gao; Feng Wu;

Circuits and Systems for Video Technology, IEEE Transactions on , Volume: 13 , Issue: 5 , May 2003
Pages:394 - 405

[\[Abstract\]](#) [\[PDF Full-Text \(925 KB\)\]](#) **IEEE JNL**

2 Sprite generation for frame-based video coding

Yan Lu; Wen Gao; Feng Wu;

Image Processing, 2001. Proceedings. 2001 International Conference on , Volume: 1 , 7-10 Oct. 2001
Pages:473 - 476 vol.1

[\[Abstract\]](#) [\[PDF Full-Text \(488 KB\)\]](#) **IEEE CNF**

3 A layered video object coding system using sprite and affine motion model

Ming-Chieh Lee; Wei-Ge Chen; Lin, C.B.; Chuang Gu; Markoc, T.; Zabinsky, S.I.; Szeliski, R.;

Circuits and Systems for Video Technology, IEEE Transactions on , Volume: 7 , Issue: 1 , Feb. 1997
Pages:130 - 145

[\[Abstract\]](#) [\[PDF Full-Text \(864 KB\)\]](#) **IEEE JNL**

4 Sprite-based video coding using on-line segmentation

Crinon, R.; Sezan, I.;

Acoustics, Speech, and Signal Processing, 1998. ICASSP '98. Proceedings of the 1998 IEEE International Conference on , Volume: 5 , 12-15 May 1998
Pages:2981 - 2984 vol.5

[\[Abstract\]](#) [\[PDF Full-Text \(384 KB\)\]](#) **IEEE CNF**

5 Sprite generation and coding in multiview image sequences

Grammalidis, N.; Beletsiotis, D.; Strintzis, M.G.;

Circuits and Systems for Video Technology, IEEE Transactions on , Volume:
10 , Issue: 2 , March 2000
Pages:302 - 311

[\[Abstract\]](#) [\[PDF Full-Text \(820 KB\)\]](#) IEEE JNL

6 Efficient video coding with fractional resolution sprite prediction technique

Yan Lu; Wen Gao; Feng Wu;

Electronics Letters , Volume: 39 , Issue: 3 , 6 Feb. 2003

Pages:279 - 280

[\[Abstract\]](#) [\[PDF Full-Text \(291 KB\)\]](#) IEEE JNL

7 Unsupervised object-based sprite coding system for tennis sport

Ching-Yeh Chen; Shao-Yi Chien; Yi-Hau Chen; Yu-Wen Huang; Liang-Gee Chen;

Multimedia and Expo, 2003. ICME '03. Proceedings. 2003 International Conference on , Volume: 1 , 6-9 July 2003

Pages:I - 337-40 vol.1

[\[Abstract\]](#) [\[PDF Full-Text \(437 KB\)\]](#) IEEE CNF

8 MPEG-4 very low bit-rate video compression by adaptively utilizing sprite to short sequences

Jinzenji, K.; Okada, S.; Kobayashi, N.; Watanabe, H.;

Multimedia and Expo, 2002. ICME '02. Proceedings. 2002 IEEE International Conference on , Volume: 1 , 26-29 Aug. 2002

Pages:653 - 656 vol.1

[\[Abstract\]](#) [\[PDF Full-Text \(357 KB\)\]](#) IEEE CNF

9 A wavelet-based sprite codec

Dasu, A.R.; Panchanathan, S.;

Circuits and Systems for Video Technology, IEEE Transactions on , Volume: 14 , Issue: 2 , Feb. 2004

Pages:244 - 255

[\[Abstract\]](#) [\[PDF Full-Text \(816 KB\)\]](#) IEEE JNL

10 Long-term global motion estimation and its application for sprite coding, content description, and segmentation

Smolic, A.; Sikora, T.; Ohm, J.-R.;

Circuits and Systems for Video Technology, IEEE Transactions on , Volume: 9 , Issue: 8 , Dec. 1999

Pages:1227 - 1242

[\[Abstract\]](#) [\[PDF Full-Text \(2144 KB\)\]](#) IEEE JNL

11 Video-object segmentation using multi-sprite background subtraction

Farin, D.; de With, P.H.N.; Effelsberg, W.A.;

Multimedia and Expo, 2004. ICME '04. 2004 IEEE International Conference on , Volume: 1 , 27-30 June 2004

Pages:343 - 346 Vol.1

[\[Abstract\]](#) [\[PDF Full-Text \(665 KB\)\]](#) IEEE CNF

12 High efficient sprite coding with directional spatial prediction

Yan Lu; Wen Gao; Feng Wu;

Image Processing. 2002. Proceedings. 2002 International Conference on , Volume: 1 , 22-25 Sept. 2002

[\[Abstract\]](#) [\[PDF Full-Text \(395 KB\)\]](#) [IEEE CNF](#)

13 On-line sprite encoding with large global motion estimation

Wu Feng; Gao Wen; Xiang YangZhao; Gao Peng; Chen DaTong;

Data Compression Conference, 1998. DCC '98. Proceedings , 30 March-1 April 1998

Pages:546

[\[Abstract\]](#) [\[PDF Full-Text \(64 KB\)\]](#) [IEEE CNF](#)

14 Automatic two-layer video object plane generation scheme and its application to MPEG-4 video coding

Jinzenji, K.; Okada, S.; Watanabe, H.; Kobayashi, N.;

Circuits and Systems, 2000. Proceedings. ISCAS 2000 Geneva. The 2000 IEEE International Symposium on , Volume: 3 , 28-31 May 2000

Pages:606 - 609 vol.3

[\[Abstract\]](#) [\[PDF Full-Text \(336 KB\)\]](#) [IEEE CNF](#)

15 A robust global motion estimation scheme for sprite coding

Hoi-Kok Cheung; Wan-Chi Siu;

Circuits and Systems, 2003. ISCAS '03. Proceedings of the 2003 International Symposium on , Volume: 2 , 25-28 May 2003

Pages:II-632 - II-635 vol.2

[\[Abstract\]](#) [\[PDF Full-Text \(384 KB\)\]](#) [IEEE CNF](#)

[1](#) [2](#) [Next](#)
